LEGO NINJAGO
Masters of Spinjitzu

CHOOSE the PATH

Expanded play experience rules and adventure

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WELCOME TO NINJAGO ROLEPLAYING!

You have just discovered a brand new way to have fun in the NINJAGO world! These adventures give you the chance to play as your favourite ninja while solving puzzles and battling foes. So let's get started!

Are you new to the ways of the ninja? Or do you want to make your own rules and expand your game? Here are a few tips and tricks to help you choose the path. Find ideas for rules and roleplay, character skills and attributes, cool combat and actions, or dive right into four thrilling adventures. From there, your ninja path can take you anywhere. You can play out all or just some of the adventures, or combine your favorite parts and add your own cunning plots and scheming twists to the game. And don't forget to print the character sheets to give your ninja all the cool skills they need in the Dungeons of Shintaro. Are you ready to roll the dice and Choose The Path?

WHAT YOU NEED

Choose one person to be the gamemaster. That is the person who tells the story and knows the rules (see below). Everyone else should choose the character sheet of the ninja they want to play.
You will also need the dice that comes with select NINJAGO sets, as well as a NINJAGO roleplaying adventure.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game allows players to pretend to be characters in an adventure. They make the decisions for their character and work with their fellow players to make plans, solve mysteries and fight villains. The game is run by a gamemaster.

ADVENTURES

A roleplaying scenario is called an adventure. If you have adventures that are linked together, that is a campaign.

With NINJAGO roleplaying, you do not have to play an adventure all the way through if you don't want to. Players can choose to take their characters on different paths, so they may skip between scenes of different adventures.
Look on the map. There are symbols for the scenes of the different NINJAGO roleplaying adventures.

Squares represent scenes from "Day of the Dragon."
Triangles represent scenes from "Dungeon of Danger."
Circles represent scenes from "The Tomb of the Awakened."
Hexagons represent scenes from "Choices."

So, for example, the player characters might make it across the lava pit in "Dungeon of Danger", but then decide they want to take a different route to Skull Keep. Maybe they wind up in the lava floor cave from "Choices." Or in the chamber with carvings from "Day of the Dragon." It's okay for the gamemaster to allow the player characters to change the route they are taking and skip around between adventures.

PLAYERS AND THE GAMEMASTER

There are two kinds of people in a roleplaying game, the gamemaster and the players. You might be a player in one adventure and then the gamemaster in the next.

Players: Anyone who takes on the role of one of the ninja in the game is considered a player. You will choose your actions during the course of an adventure and roll a dice to see if you succeed or fail.

Gamemaster: Your job is to run the game. You have to read the entire adventure, play and roll for any non-player characters, and make sure the rules are followed. You also have the option of ignoring the rules if you need to in order to move the adventure along. You may have to adapt on the fly to player actions. Think of it as being a storyteller.

Special Note: If you are planning to be a player in the game, DO NOT read the adventure. You will spoil the fun for yourself. Only the gamemaster should read the adventure.

THE DICE

The NINJAGO dice is five-sided. It features values of one, two and three, plus a Heart and a Skull.

To complete an action, the player rolls the dice with one of three results:

1) If the number 1, 2, or 3 comes up, the player adds that number to their relevant Attribute or skill. If the total is equal to or higher than the difficulty number for the task, the action is successful.
2) If the player rolls a Heart, the action is automatically a major success. Not only can the ninja achieve what they set out to do, but they do it in spectacular fashion.
3) If the player rolls a Skull, it is automatically a major failure and can result in disaster.

ATTRIBUTES

Every character in NINJAGO roleplaying has three attributes. These are:

BODY

Any physical action is covered by this attribute. That includes everything from running and jumping to Spinjitzu. If a character wants to do something physical and doesn't have a special skill they can use, they can use their BODY attribute.

TOUGHNESS

This attribute represents how well the player character can resist damage. While it is mainly used when in a fight, you can also use it in situations where the character needs to show great endurance.

MIND

Anything that isn't physical is covered by this attribute. This includes things like searching for clues, using elemental powers, persuading or tricking others into doing what you want, etc. If a character wants to do an action that involves thinking, and they don't have a relevant skill, they can use their MIND attribute.

SKILLS

Skills are specialties that a character can use to perform actions. When an action needs to be attempted, the character rolls against their skill to see if they succeed or fail. If they don't have the right skill, they roll against the relevant Attribute. Skills include things like running, climbing, persuasion, elemental powers, Spinjitzu, martial arts, dragon riding, and more. See the complete list below. Some creatures, like dragons, might have special skills that no other character would have.

BODY

- Climbing
- Dodge
- Dragon riding
- Driving
- Flame breath
- Hide
- Jumping
- Running
- Spinjitzu burst
- Spinjitzu punches/kicks
- Spinjitzu tornado
- Stealth
- Strength

TOUGHNESS

MIND

- Blacksmith
- Computer operation
- Elemental power
- Engineering
- Invention
- Mechanics
- Persuasion
- Search
- Trick

COMBAT

Sometimes, the ninja have to fight to keep the NINJAGO world safe. The combat system is designed to make it quick and easy to resolve fights in the game.

Combat is done in turns. If you want to give the ninja an edge in their fights, you can let them go first. If you want to make it more fair, have both sets of characters roll the dice (one roll per side). Highest total can take the initiative and can attack first.

Hearts and Skulls: A Heart result means an attack has been extremely successful. This can mean the opponent has been knocked out or significantly damaged in some other way. (Please note that ninja never strike to kill.) What happens as the result of a Heart roll in any given fight is up to the gamemaster to decide.

A Skull roll means something bad has happened. Maybe the character has missed the target completely and smashed into a wall or another character. Maybe they have slipped and fallen and will need to spend a turn getting up. Again, how much of a failure this is will be determined by the gamemaster during play.

ATTACKING

When any character attacks another, a roll is made. The number is added to the BODY attribute or the relevant skill of the attacking character (see below). The target makes a roll and adds the total to their TOUGHNESS. If the attacker's total is higher than the defender's, the attack is a success. If the attacker's total is less than the defender's, the attack has failed.

Example: Kai is attacking an Awakened Warrior using martial arts. He rolls 3, giving him a total of 15. The Awakened Warrior rolls a 1, giving him a total of 14. Kai's attack is successful.

Example: Jay is attacking Grief-Bringer the dragon using Spinjitzu. He rolls a 3, giving him an attack total of 14. Since Grief-Bringer's TOUGHNESS is 21, it is not necessary to roll for the dragon. Jay's attack has failed.

A character can either use a skill to attack (for example, Spinjitzu punches/kicks) or else roll against their BODY attribute if they do not have a skill to use.

Example: Nya is about to fight an Awakened Warrior. She decides to use her Spinjitzu punches/kicks skill. When she rolls, she will add the result to her Spinjitzu punches/kicks skill number.

Example: Jay is going to attack an enemy ninja by throwing a net over him. Since he has no net throwing skill, the roll's result is added to his BODY attribute to determine success.

Ties go to the defender.

LOOT BOXES

Each of the four NINJAGO sets with a game component comes with a loot box containing three Hearts. Player characters who have been defeated can spend a Heart from the loot box to immediately recover. Loot boxes can be considered to be refilled at the start of every adventure.

DOING DAMAGE

The first successful attack against an opponent does minimal damage and does not affect play. The second stuns the opponent, causing them to lose their next turn. The third successful attack knocks the opponent out for up to four turns.

A character who has been knocked out has the option of trying to wake up before the four turns are up. They may roll each turn and if they get a Heart result, they are awake again. Otherwise, they will wake up on their own at the end of four turns.

DODGING

A player character can attempt to dodge an attack. If they do so, they roll and add the result to their dodge skill number and not their TOUGHNESS. If they beat the attacker's total, the attack fails. However, a character who dodges cannot attack on their next turn. They can run, jump, climb, or do anything else. Dodging can also be used to evade damage from cave-ins or other natural disasters.

SURPRISE

If the attackers succeed in surprising the defenders, the defenders lose their first turn during combat rounds.

GROUP ACTIONS

Player characters can choose to take an action as a group to improve their chances for success. When that happens, one roll is made by the group. Add +1 to the total for each member of the group.

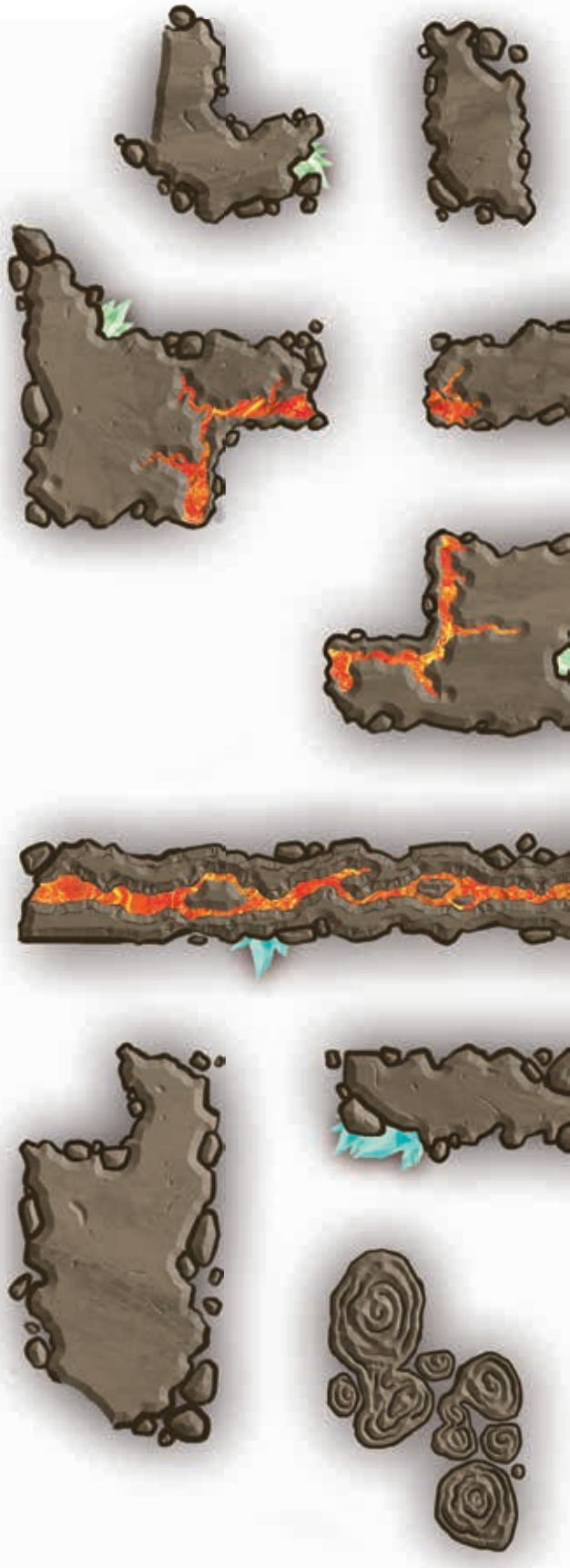
Example: Six ninja decide to make a combined Spinjitzu attack on a dragon. One roll is made and the result is added to the highest Spinjitzu skill among the player characters. Since there are six characters involved in the action, +6 is added to the total to get the final number.

If a Heart or Skull is rolled during a group action attempt, the action is an automatic success or failure.

OTHER ACTIONS

Characters can interact with each other in ways besides fighting. For example, maybe the ninja want to distract an Awakened Warrior guard. They can use the trick skill against a difficulty number of the skeleton's MIND attribute.

Use common sense when gamemastering these sorts of actions. For example, although an Awakened Warrior is not too bright and can be tricked, you are not going to be able to persuade one to turn against the Skull Sorcerer. They simply are not intelligent enough to try to reason with.



PLAYERS

COLE (EARTH NINJA / MASTER OF EARTH)

In the Dungeons of Shintaro, Cole finds himself confronting the demons of his own past and the unresolved specter of his mother's passing. Lilly died when Cole was young and he has never come to terms with that. The last words Cole spoke to her were a promise that someday, somehow, Cole would make her proud. In the bowels of Shintaro Mountain, Cole finds the chance to fulfill that promise when he learns of the fabled "Spinjitzu Burst" and uses it to defeat a foe that his mother once faced. But to do so, he must become a leader in his own right. He must lead a ragtag group of misfits called the Upply up from the bowels of Shintaro Mountain and unlock the powers of the Spinjitzu Burst.

BODY 10
Climbing 13, dragon riding 12, driving 11, hide 11, jumping 11, running 11, Spinjitzu burst 11, Spinjitzu punches/kicks 12, Spinjitzu tornado 11, stealth 11, strength 12

TOUGHNESS 9

MIND 10
Elemental power 11, persuasion 12, search 11

Element
Earth

KAI (FIRE NINJA / MASTER OF FIRE)

Kai finds himself in a peculiar position when he is "elected" leader of a race of subterranean creatures called the Geckles. And the Geckles are even more hotheaded and impulsive than Kai! They are embroiled in a war with another subterranean race called the Munce, whom they believe have stolen their most precious cultural relic – a mystical sword called the Ivory Blade of Deliverance. Kai finds himself caught in the middle, forced to be the voice of reason when he must broker a peace between them and unite both sides against their true enemy – the Skull Sorcerer.

BODY 10
Climbing 11, dragon riding 11, driving 12, hide 11, jumping 12, running 11, Spinjitzu punches/kicks 12, Spinjitzu tornado 11, stealth 12, strength 11

TOUGHNESS 9

MIND 9
Blacksmith 10, elemental power 11, persuasion 10, search 10

Element
Fire

JAY (LIGHTNING NINJA / MASTER OF LIGHTNING)

Jay and Nya are taken in by the tribe of Munce, and meet their fierce Queen, Murtessa, who quickly becomes infatuated with Jay. While Jay is initially flattered by the attention, the situation quickly turns dire when the Queen challenges Nya to battle for Jay's hand in marriage. At stake is the very real possibility that if Nya loses, Jay will have to spend the rest of his life below ground as King of the Munce – a fate which would forever separate him from the surface and from his fellow ninja!

BODY 10
Climbing 11, dragon riding 11, driving 11, hide 11, jumping 11, piloting 11, running 11, Spinjitzu punches/kicks 12, Spinjitzu tornado 11, stealth 11, strength 11

TOUGHNESS 9

MIND 9
Elemental power 11, invention 11, mechanics 11, persuasion 12, search 11

Element
Lightning

NYA (WATER NINJA / MASTER OF WATER)

When the ninja get split up, Nya, Lloyd and Jay are taken in by the Munce. There, Queen Murtessa takes an instant liking to Jay and turns on Nya, whom she views as a rival for Jay's affection. Murtessa challenges Nya to combat. Nya is forced to fight her, and when she defeats Murtessa, discovers that that she is expected to become the new Munce Queen! Long live Queen Nya! Like her brother, however, Nya doesn't want the job and finds being Queen more challenging than she anticipated. But she digs deep and manages to help unite the two warring tribes against the Skull Sorcerer.

BODY 10
Climbing, dragon riding 11, driving 12, hide 11, jumping 11, running 11, Spinjitzu punches/kicks 12, Spinjitzu tornado 11, stealth 13, strength 11

TOUGHNESS 9

MIND 10
Blacksmith 11, elemental power11, engineering 13, mechanics 13, persuasion 12, search 11

Element
Water

LLOYD (GREEN NINJA / MASTER OF ENERGY)

Due to his past history with princesses (i.e. Princess Harumi), Lloyd finds himself suspicious of Princess Vania. He is convinced that she is deceiving the ninja and planning some betrayal. But this time, Lloyd is wrong. Vania is a good princess and a fierce and loyal friend, and Lloyd must come to terms with his own mistrust and let go of his suspicions.

BODY 10
Climbing 11, dragon riding 11, driving 11, hide 11, jumping 12, running 11, Spinjitzu punches/kicks 13, Spinjitzu tornado 12, stealth 11, strength 11

TOUGHNESS 10

MIND 10
Elemental power 12, persuasion 13, search 12

Element
Energy

ZANE (TITANIUM NINJA / MASTER OF ICE)

Kai and Zane are separated from the other ninja and taken in by the Geckles, who bring them before their leader, the Geckle Chancellor, Gulch, who initially suspects them of being “fleshy skeletons” in service to the Skull Sorcerer. In order to determine their innocence, he orders Zane and Kai cast into a pit to face a terrifying creature called a Mino. But Zane discovers the Mino isn’t actually so terrifying after all, it’s just suffering beneath some painful armor. When he frees the creature from its armor, it grows quickly docile and befriends Zane, who ends up riding the enormous creature into battle against the Skull Sorcerer.

BODY 10
Climbing 11, dragon riding 11, driving 11, hide 12, jumping 12, running 12, Spinjitzu punches/kicks 12, Spinjitzu tornado 11, stealth 12, strength 12

TOUGHNESS 11

MIND 10
Computers 13, elemental power 11, languages 11, persuasion 11, search 12

Element
Ice

NINJAGO ADVENTURE 1

DUNGEON OF DANGER

The Major Beat: The ninja have to travel through the dungeons of Shintaro in search of a clue to the location of the Blade of Deliverance. They will face traps and Awakened Warriors along the way. It will take all their ninja skills to make it through.

SCENE ONE

The Pit of Lava!

The ninja have begun their quest through the dungeon. **Read aloud:**
Side by side, you advance slowly through the dark, dank dungeon. If not for your torches, it would be impossible to see anything. You can hear strange squeaking noises all around, possibly bats or rats. And every now and then, the rumble of a dragon's roar echoes through the cavernous space.

If you want to give the players a little feel for the atmosphere, you can have a rat run across their path or some bats suddenly start fluttering above their heads. The dungeon has lots of twists and turns, so they may want to think of some way to mark their path so they don't get lost.If they do decide to do this, ask for a roll against their MIND attribute or search skill. Any roll other than a Skull will show them that other people have marked these walls for the same reason in the past. But did any of them make it back out again?
As they progress further, call for search rolls with a difficulty of 12. Success means they can find various pieces of equipment scattered around. Some of it is broken, but they can spot an oil lantern that still works, some old rope, a crude map of part of the dungeon, and some lockpicks that might be useful later.

Read aloud:
As you move further into the dungeon, the air starts growing hot. It feels like you are inside a furnace. Up ahead, you can see an orange glow. Is the dungeon on fire?

Give the players a chance to decide what to do next. They can advance as a group, or send one person ahead as a scout. Whatever they choose, **read aloud:**
Now you can see where the heat and light are coming from. There is a huge pit in the floor, and at its bottom is boiling lava. Somebody accidentally kicks a rock over the edge and it tumbles into the molten mass, disintegrating as soon it hits the white-hot liquid.
Uh-oh. There's no way around the pit, so the ninja will have to go over it. They have two options:

Jump:
Back up, run, and leap over the pit. This is a jump difficulty of 14. If the player character fails the roll or rolls a Skull, they don't make it across and start falling. Call for a quick BODY roll – any result other than a Skull means they catch hold of the edge of the pit and save themselves. (Someone else can haul them back up.) A Skull means they miss the edge. Another player can make a successful jump and carry the falling player across the pit with them. If you need to fudge things a little to keep a player from dying, that's okay. Getting a lava bath this early in the adventure would be pretty discouraging.

Swing:
If the ninja found the rope, they can throw it up over a projecting piece of rock above and try to swing over the pit. The throw is easy. The swing has a BODY difficulty of 12. If the player rolls a Skull, the rope breaks. See "Jump" for what to do in the event of a failure. If the rope breaks, no one else will be able to use it.

When everyone is across, **read aloud:**
You made it! But your journey is just beginning …

SCENE TWO

Bridge of Doom!

The Major Beat: The ninja must cross a rickety old rope bridge that picks a bad time to snap.

Read aloud:
You've been making good progress, though the roars of the dragon seem to keep getting louder all the time. You haven't seen any more signs of other visitors to this area. Maybe they didn't make it past the lava pit, or just turned back and went home.

The ninja come to a huge chasm. The only way across is an ancient rope bridge.

Read:
The rope bridge is so old you wonder if one touch will turn it to dust. It's so narrow you will have to cross one at a time. You doubt it could hold the weight of more than one of you anyway. Looking down, you can see jagged rocks fill the chasm far below … and something is moving among those rocks.

Have some fun with this. The chasm is home to the sort of creepy-crawlies who love that kind of environment. There might even be some on the bridge itself. They don't pose any threat to the players. They are just gross.

At first, it should seem like the bridge looks worse than it is. Allow player characters to make it across without incident. Emphasize how the bridge swings wildly as they walk across, how it seems like the ropes will snap at any moment, etc., but let them get to the other side. Once everyone is starting to feel confident, let the last player character get halfway across and then **read:**
Snap! The fragile ropes that secure the bridge to the rock unravel and break, sending one end of it plunging into the chasm!

The good news is that the player character has managed to hang on to the bridge. The bad news is that it's a long climb to the top. The worse news it that some of those things that live around the rocks are now crawling up the broken bridge.

It's going to take three climbing rolls with a difficulty of 13 to make it to the top of the bridge and safety. If other players can think of a way to help (like, say, forming a human chain or using elemental powers to assist), the number of rolls needed can be cut down. Rolling a Skull means the player loses their grip and falls back down. Rolling a Heart means the player gets a burst of energy and makes it to the top in one try.

If it is taking the player character a while to make the climb, feel free to play up that the chasm creatures are getting closer and closer to add a sense of urgency.

Once all the player characters have reached the other side of the bridge, they will find themselves confronted by a huge iron door built into the rock. It's locked. If the characters found the lockpicks in Scene One, they can try to use those – it's a BODY difficulty of 13 to pick the lock. Or they can use elemental powers to destroy the door. Any roll but a Skull will allow them to do this.

If they decide use elemental powers, make sure to emphasize that doing so has either made a lot of noise or generated a lot of heat or in some other way drawn attention to the ninja. This will be important in Scene Three.

SCENE THREE

Bad to the Bone!

The Major Beat: The ninja encounter a squad of Awakened Warriors who are out to put our heroes to sleep, permanently.
If the ninja picked the lock of the iron door, then the Awakened Warriors don't know they are coming. Go to "Surprise!" If they used elemental powers, then the Awakened Warriors are prepared and waiting for them. Go to "Ambush!"

AWAKENED WARRIOR (10)
BODY 8
Climbing 10, hide 10, jumping 10, running 10, stealth 10, strength 9
TOUGHNESS 13
MIND 2

NOTE: Awakened Warriors who are defeated shatter into a pile of bones. After two turns, the bones reassemble and the Awakened Warrior can fight again. Awakened Warriors are not very bright, so they are easy to trick. They are not physically as tough as the ninja, but don't need to be. They make up in numbers what they lack in power.

Surprise!

Read aloud:
As you round a corner, you see 10 animated skeletons in a large chamber. They don't seem to be aware of you.

Allow the players to make their own plan. They can charge in and attack, or try luring the Awakened Warriors out one by one, or try sneaking in (stealth difficulty of 15) before going after their skeletal foes. Any of these can work. But they will quickly discover that as long as the bones are intact, the Awakened Warrior can rebuild itself.

Because the ninja have achieved complete surprise, the Awakened Warriors lose their first turn once the battle starts.

The only way for the ninja to win this fight is to find a way to either a) destroy the bones or b) scatter them so far and wide it will take much longer for them to reassemble. The ninja can use their elemental powers on the bones, but if you want to make things more difficult, you can have some venge stone in the chamber that robs the ninja of those abilities.

If the ninja can't use their powers, or the players just don't think to use them, you can call for a search roll with a difficulty of 14. Success means the ninja spot a crack in the wall from which water is dripping. If they do enough damage to the wall, flood waters will surge through and wash away the skeletons and the scattered bones long enough for the ninja to escape. Ninja can swim through the waters to get out (BODY difficulty of 11) or use Spinjitzu tornado to blow the waters away from them (Spinjitzu tornado difficulty of 13).

If a ninja fails their roll, then the other ninja will have to rescue them before they too get swept away. Make this as dramatic as possible, so that the rescue can be last minute.

Once the Awakened Warriors have been vanquished, the ninja can move on to Scene Four and the climax of the adventure.

Ambush!

Read aloud:
After rounding a corner, you find yourself in a large, empty chamber. It's almost completely silent, except for a soft creaking sound coming from above.

If the player characters want, they can make a search roll while looking at the ceiling. If they roll a Heart, they can spot the Awakened Warriors hanging from ropes attached to the ceiling. Any other roll and all they will see is the darkness.

If the ninja spot their foes, the Awakened Warriors attack immediately and there is no surprise effect. If they fail to spot them, give the ninja a few moments to look around and then the Awakened Warriors attack. Since it is a surprise, the ninja lose their first turn once the battle starts.

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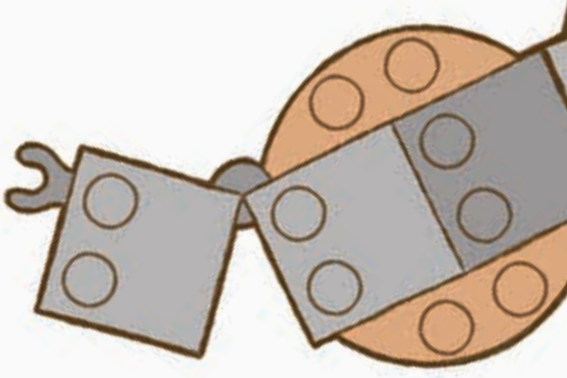

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SCENE FOUR

A Rock and a Hard Place!

The Major Beat: The ninja face one final trap before they can find the secret to the blades' location.

Read aloud:
You walk into a long, narrow tunnel. As soon you are halfway through, a cold breeze blows through and puts out your torches. But it does not stay dark for long. Glowing stones embedded in the ceiling cast a pale light on your surroundings.

Any attempt to re-light the torches will fail. As soon as the player characters are ready to keep moving, **read:**
"Beware, intruders!" a voice booms from all around. You recognize it as being that of the Skull Sorcerer. "You have come seeking that which you will never find. All you have discovered is the moment of your doom. I will give you only one small hope of survival, knowing you are not wise enough to understand it: if you do not fight together, you will all perish alone."

The voice is replaced by a grinding sound coming from the walls. A MIND roll of 11 will reveal that the walls are not closing in on the ninja, they are actually moving farther apart. Once the player characters have a chance to wonder about that, they hear a loud, rumbling sound coming from either end of the tunnel.

And now they see why the tunnel widened – to make room for two massive boulders, one on each end of the tunnel, to roll toward them!

Fortunately, it's a long tunnel so they have some time to try to save themselves. But it won't be easy. Physical attacks won't do enough damage to stop the boulders progress. Artificial barriers, like ice walls, will just get smashed to rubble. Even elemental powers, used individually, will not stop the boulders.

The key is in the Skull Sorcerer's clue: "fight together." If the ninja combine their elemental powers, they can shatter the boulders' before it's too late. If the players are really struggling in this scene, call for MIND rolls with a difficulty of 12 – success means they suddenly remember what the Skull Sorcerer said and hopefully will figure out that they need to combine powers.

What if they don't? Are they doomed? No, because there is one other way out, but it's risky. They could blast a hole in the floor and hope one boulder goes down it before the other reaches them. Then they would need to jump over the hole to safety (jumping difficulty of 15) before the second boulder arrives. Whew! Let's hope it doesn't come to that.

If the ninja survive this trap, the Skull Sorcerer will **speak again:**
"Fools! You only delay your coming defeat. But you cannot escape your fate. I wait for you in Skull Keep, where I shall strike you down with the Blades of Deliverance!"

Now the ninja know where to the look for the missing swords. **Read aloud:**
In his anger, the Skull Sorcerer has revealed what you needed to know: where the Blades of Deliverance can be found!

NINJAGO ADVENTURE 2

DAY OF THE DRAGON!

To save Master Wu, the ninja must somehow find their way past the Skull Sorcerer's powerful dragon.

SCENE ONE

Bring Back My Dragon to Me ...

The Major Beat: Master Wu has been captured and the ninja are on a mission to rescue him. But first they have a chance to discover some information about the Skull Sorcerer's dragon, which might be helpful later.

Read aloud:
Master Wu has been captured! But the Geckles have warned you that getting to him means getting past the Skull Sorcerer's monstrous dragon. You have had tough jobs before, but this one may be impossible.

The ninja start this mission already in the dungeons of Shintaro. They are about to get two unexpected gifts: information and equipment. Both may be crucial to surviving this adventure.

Read:
You enter a huge, vaulted chamber whose walls are covered with strange carvings. The one thing you can clearly see is that the carvings include a picture of a great dragon. Maybe they have something to do with the creature you are about to confront.
Call for a search roll with a difficulty of 12. Success means the ninja notice that lava is dripping down from the ceiling and obliterating the carvings. They will only have time to try to translate one set – the carvings on the right wall or the left wall. The ninja have to choose which wall they want to look at. (If they get the idea to split up the team and look at both, increase the lava leak so that they are at risk of not being able to read either.)

The Right Wall

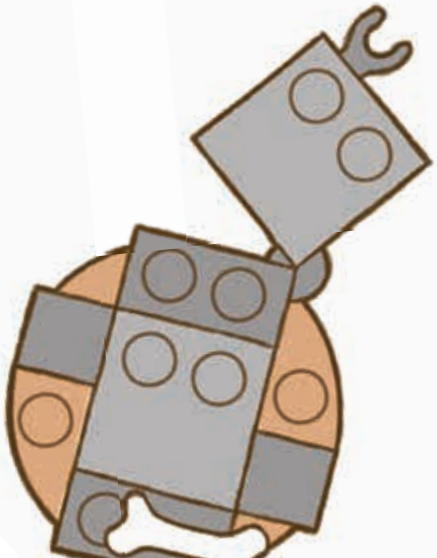
Read:
Long ago, a monstrous dragon brought destruction to the lands of the Geckles and Munce. Only the actions of a hero from beyond the mountain saved the people. The dragon was slain and peace returned.
But the Skull Sorcerer used the power of the Skull of Hazza D'ur to bring the creature back to life as a skeletal dragon. The beast knows it owes its existence to the Skull Sorcerer, so it must obey his commands.

The Left Wall

A MIND roll of 11 (or a Heart roll) reveals the following.

Read:
The dragon is even more powerful than before now that it is in its skeletal form. It never gets tired. Along with great strength, it has green flame-breath. It is known by its roar, which can shake the very mountain itself.

Look Here for Gear!



A search roll of 11 shows the ninja that there is a lot of equipment scattered about down here. Some of it is not of much use, but quite a bit is intact. You can use LEGO pieces to simulate this. Allow the players time to build something they can use against the dragon using the bricks, if they wish to do so. If they are taking their time about it, toss in some dragon roars to keep them on their toes. Once the ninja are ready, move on to Scene Two.

SCENE TWO

This Dragon Defeated?

The Major Beat: It's ninja vs. dragon in a battle the heroes may not win.

Read:
A roar shakes the ground beneath your feet. The sound crumbles rock far above and sends it raining to the ground. There is no question: you have found the lair of the Skull Sorcerer's dragon. The skeletal creature may be the most frightening sight you have seen in your career as ninja. But to save Master Wu, you will challenge even this monster.

SKULL SORCERER'S DRAGON
BODY 18
Flame breath 20, flight 19, strength 20
TOUGHNESS 21
MIND 7

The Fight
The ninja start out with some major advantages and disadvantages in this battle:

Advantages
1) The ninja are fast and agile. They have the option to try to evade a dragon attack (see "Evade" in the rules section).
2) They outnumber the dragon. By spreading out and taunting it, they can confuse and anger the beast.
3) Elemental powers allow them to attack the dragon over distance and can counter its flame breath.

Disadvantages
1) The dragon is way more powerful than they are. Any successful attack by the dragon is going to hurt. If the dragon rolls a Heart while attacking, or the ninja rolls a Skull while evading, the ninja is automatically knocked out.
2) Flame breath can melt armor, equipment and weapons.

The ninja have two choices here: fight the dragon or try to trick it (for example, they could attempt to convince the dragon that the Skull Sorcerer plans to destroy it as soon as his plans are complete). Although the dragon is very powerful, it is not so smart that it cannot be deceived.

Fighting is another matter. The ninja can try group attacks, use elemental powers to slow the dragon down or use Spinjitzu. If Cole is present and uses his Spinjitzu burst, he automatically gets +10 to his attack. Otherwise, the ninja will find it very hard to damage the dragon, while any blow the dragon lands might lessen the number of heroes up and fighting.

If the ninja have built something to either protect them or help them beat the dragon, by all means let them use it. If they are using it for defense and are getting overconfident, have the dragon melt the object with its breath. If it is working so well on offense that it looks like the dragon may fall easily, feel free to disable what they have built just to keep the suspense going.

Allow this fight to go on for a while. If it looks like the ninja may lose, have the dragon ignore them for a couple of turns, as if they are not worthy of its power. You can also use earth tremors or lava eruptions as a way to interrupt the action if the battle is going against the heroes.

If the ninja are winning, you can do the same thing to keep it from being too easy of a victory. You want them to feel like they earned this victory.

If the ninja succeed in tricking the dragon,
read:
Taking advantage of the dragon's distraction, you slip past it and into another tunnel. By the time it realizes it's been tricked, hopefully you will have rescued Master Wu and found some other way out of here. You sure don't want to run into that dragon again.

Go to Scene Three.
If the ninja succeed in physically defeating the dragon, **read:**
With a final roar, the dragon collapses to the stone floor. It's over. You've beaten it. Or have you? You know so little about the sorcery that brought the dragon back to life. Maybe it's can't be defeated for long. There's no time to celebrate – you must rescue Master Wu and get on to your next adventure!
Go to Scene Three.

If the rolls don't go the players' way, and you choose, the ninja can be defeated in this adventure. They will end up knocked out and the dragon will drop them on top of its pile of "loot" (mostly just junk that has been abandoned in the dungeon).

Read:
You awaken in a musty chamber, laying on top of a pile of metal junk. Amazingly, you are all okay. But it will take precious time to get past the dragon and carry out your mission.

If the ninja still wish to save Master Wu, they can. It is up to you how you want this to play out. You can stage a second fight with the dragon or, if you prefer, have the dragon go to sleep and let them use stealth rolls (difficulty 14) to try to slip past the slumbering beast. If they manage to either sneak past the dragon or defeat it in combat, go to Scene Three.

SCENE THREE

Wu to You, Too

The Major Beat: The ninja have to rescue Master Wu from a fiendish trap. Time is the enemy …

Read:
Beyond the dragon's lair, you find the prison chamber of Master Wu. You had expected to find your mentor hanging from the ceiling in a cage, or suspended over a pool of lava, or maybe in a pool of sharks. But the Skull Sorcerer was evidently feeling creative today.

The chamber is dominated by a gigantic hour glass suspended from the ceiling. The top of the hour glass is full of sand, rapidly pouring into the bottom of the glass. Also in the bottom of the glass is a bound Master Wu. Directly beneath the hourglass is a pit full of sharpened metal spikes.

Call for a MIND roll (difficulty 12). Success means the ninja figure out the trap – when the sand runs out, the hourglass is going to drop onto the spikes and shatter. Based on the amount of sand and the rate it is running out, the ninja have about four minutes to rescue Wu.

Here's the fun part. If the ninja got defeated by the dragon in Scene Two and had to make a second attempt to get to Wu, then they only have two minutes to save him. Better get a move on.

If they don't think they can get Wu out of the hourglass in time, they might want to think about cushioning his fall. Fire can melt the spikes. An ice pillar could hold the hourglass up in the air. Or maybe Nya could partially fill the chamber with water so Wu lands with a splash and not a thunk.
If the ninja want to try to get him out of the hourglass, they will need to climb up to it using whatever handholds they can find in the chamber wall (three climbing rolls of 13), leap to the hourglass (jumping roll of 14) and then use a few Spinjitzu kicks to shatter the glass. It could work, but note it is going to take time. Fail a few rolls and it's going to be too late to save him that way.
If Wu is freed, better get away from that hourglass as quickly as possible. It's going to fall and explode into a million glass shards.

Once the rescue is over, **read:**
Finally, the ninja team is reunited with Master Wu. Now you are ready for whatever the Skull Sorcerer might send your way.

Reward
Give the players some LEGO pieces that their characters can use to build something later in the campaign.

NINJAGO ADVENTURE 3

TOMB OF THE AWAKENED!

The ninja end up in a mino stampede and discover a tomb full of Awakened Warriors who don't like visitors.

Read:
You've managed to escape from your cells in the Shintaro Dungeon, thanks to the distraction of a mino stampede. Now you're free! There's only one problem: there's a mino stampede going on!!

The player characters have two choices: try to stop the stampede, or just let it go on and slip out behind the rampaging minos. If they choose to try and stop it, cut to Scene One. If they just sneak out, cut to Scene Two.

SCENE ONE

Stampede!

Read:
It's one of the scariest sights anyone can imagine: a herd of minos on a rampage. They thunder through the narrow tunnels, panic driving them on, their hooves shaking the dungeon to its core. Of all the things in nature, a stampede may be the hardest to stop – but ninja don't take on the easy jobs.

MINO
BODY 16
TOUGHNESS 18
MIND 2

Give the players a chance to try to come up with a plan for how to bring the stampede to a halt. There are some things that won't work:

1) Asking nicely. Although mino are not smart, they also can't be tricked or persuaded because they don't understand language beyond basic commands. They are also in no mood to listen.
2) Standing in front of them. They will just run you over.
3) Elemental powers. Very effective for most things, but in this case, the sudden appearance of fire or energy or ice will likely just panic the minos more.

That doesn't mean the ninja can't try these things. They just aren't likely to achieve their goal. But don't discourage them. The minos will handle that by themselves.

Make sure to emphasize that this is a scene of absolute chaos. You have huge beasts racing madly through a confined space. Stay in one place too long and you may get trampled. Move in the wrong direction and you're ninja pancake.

It's possible the ninja may come up with a unique and incredible plan to save the day, and if they do, go with it. There isn't only one answer to this problem. But if they are stuck, suggest to them that they think about what they know about stampedes. If Zane is one of the player characters, you don't need to call for a roll. If he isn't, call for a MIND roll with a difficulty of 11.

If the roll is successful, **read:**
You think you remember that the best way to stop a stampede is to turn the lead animal. Somebody is going to have to jump on the back of the mino leading the stampede, grab its head and try to steer it to a stop.

One ninja is going to have to volunteer for this dangerous job. The others will need to back him or her up and be ready to try if the first attempt fails. First, the chosen ninja has to get to the lead mino, which means jumping from beast to beast. Call for a series of jumping rolls with a difficulty of 14. A Skull roll means the ninja falls in between the minos and … well, they won't be any more help in this scene. Once on the lead mino, it's going to take a strength roll of 14 to turn the beast. Make the ninja wait to do it until there is a chamber off to the right or left to steer the herd into. Otherwise, they will just crash into a wall. Allow more than one try if the first roll fails. A Skull roll at any point means that the mino has thrown the ninja off its back and one of the other player characters will have to try.

If the leader is successfully turned, **read:**
You did it! You turned the lead mino and now the herd is following it into the larger chamber and slowing down. You would be all set to celebrate, if it weren't for the fact that there is a bridge between the chamber you are in and the next one, and the bridge is broken. You and the mino are headed for a long, long drop.

This is a good time for the other ninja to snap into action. They need to rebuild that bridge in a hurry. You can either call for BODY rolls with a difficulty of 12 or give the players LEGO bricks and let them build a bridge as fast as they can. Success means they make it across the bridge with the now much calmer mino. Failure means they better jump off the beasts before the final exit from this ride.
Once the ninja have made it across the chasm, cut to Scene Three.

SCENE TWO

Cave-in!

The Major Beat: The ninja chose not to stop the stampede. Actions have consequences.

Read:
You managed to slip away in the confusion of the stampede. That's the good news. The bad news is, unchecked, the rampaging minos have been knocking down support pillars. Might want to look up.

If the ninja glance at the ceiling, they will see huge cracks forming. This whole section of the dungeon is about to cave in. The ninja now have two choices:

1) Try to stop the cave-in, or at least protect themselves, using elemental powers. Set an elemental power difficulty of 14, but if the player characters are being really clever in how they are using their abilities, give them a break and make sure they succeed.
2) Try to run and outdistance the cave-in. This is going to mean a running difficulty of 13 and probably some jumping rolls of 14 too. Keep them moving – don't give them time to think – they have to react in a hurry and you need to make them feel the urgency. This effort should make their pulse pound.

Play this scene out for as long as you wish. If you feel like the players are starting to lose interest or getting too worn out, end the cave-in and cut to Scene Three.

SCENE THREE

Into the Tomb

The Major Beat: The ninja arrive in a tomb just as a whole new squad of Awakened Warriors is being reanimated. Great timing.

Read:
You've survived and you're mostly in one piece. Your escape has led you to a large chamber that appears to be a tomb. But it's no resting place for the dead, or anyone else. The Awakened Warriors in the crypt are all getting to their feet. And from their expressions, they hate waking up in the morning.

Thanks to the ninja's efforts, the Skull Sorcerer has decided he needs more Awakened Warriors so he has used his powers to summon these guys. The Awakened Warriors are all still a little disoriented, which means the ninja get to attack first. That's good, because they are heavily outnumbered here.

AWAKENED WARRIOR (24)
BODY 8
Climbing 10, hide 10, jumping 10, running 10, stealth 10, strength 9
TOUGHNESS 13
MIND 2

NOTE: Awakened Warriors who are defeated shatter into a pile of bones. After two turns, the bones reassemble and the Awakened Warrior can fight again. Awakened Warriors are not very bright, so they are easy to trick. They are not physically as tough as ninja, but make up for it in sheer numbers.

This is a pure battle scene. The ninja can and should use Spinjitzu, elemental powers and anything else they can think of. If they don't have a plan and work together, they risk being cut off and overwhelmed. Pick up the pace as you gamemaster this fight – you want the players to feel rushed and pressured. If you ask for a roll and they don't make it quick enough, they lose their chance and the Awakened Warriors strike.

Of course, this does not mean the ninja cannot use their wits. For example, they might get the bright idea to lure the skeletal warriors back to that bridge they just built, smash the bridge and send their foes tumbling into the chasm. Reward that kind of imaginative thinking.

Also give them the option of building something during the fight to help their cause. Have some LEGO pieces nearby the players can use to create something together.

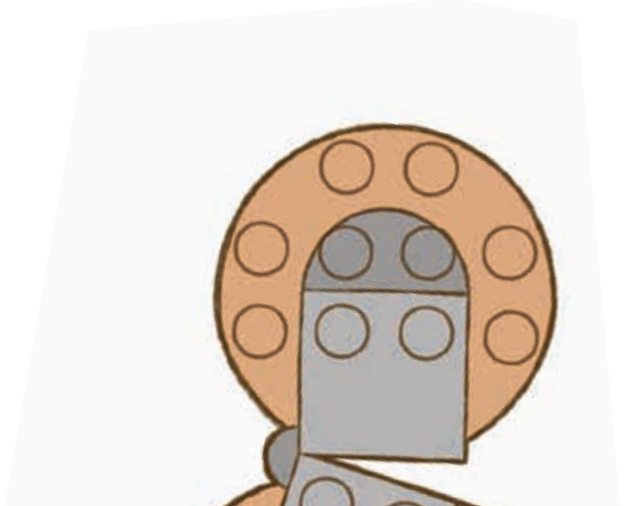
Ultimately, what makes this a tough fight is the ability of the Awakened Warriors to reassemble themselves. But that is also their major weakness. Each warrior can only rebuild using its own bones. So if you scatter the bones and mix them all up together – say, with a Spinjitzu whirlwind – you might buy a couple more turns before the warriors are on their bony feet again.

In the end, unless they really screw up, the ninja should win this fight. It shouldn't be easy or quick, but they should have the satisfaction of a hard-fought victory at the end. When the battle is over, **read:**

It's over. For a while there, you weren't sure you would be walking away from this battle. You're proud of your team, but a little sad too – after all, these Awakened Warriors didn't ask to be brought back and turned into weapons. They deserved to rest. Maybe someday you'll get to finally stop fighting, but not as long as there are tyrants like the Skull Sorcerer out there. It's time to bring the battle to him.

Reward

If the player characters successfully complete this adventure, give them some LEGO elements that can be used to build things that may help them in future adventures.



NINJAGO ADVENTURE 4

CHOICES

SCENE ONE

A Hot Time in the Old Cave.

The Major Beat: The ninja have to make it from one end of a cave to the other. Simple, right? Yes, simply dangerous, simply treacherous, and simply too hot to handle.

Read:
You enter what appears to be a natural cave. It's possible that when these dungeons were constructed, they were partially built around a cavern network. Huge stalactites hang from the ceiling. The floor is rough stone. There are no obvious traps and no sign of any Awakened Warriors.

If the players wish to be sure, you can let them make a search roll with a difficulty of 11. Success shows that, yes, everything is as it appears to be: just a big, empty cave. There is one exit behind them and two in front.
Let them get a little of the way in, far enough that they can't just run back out again. Allow them to keep making search rolls. Make them feel like something is going on, just enough to get their hairs to stand on end a bit. But no matter how they search, they won't find anything. But they will notice it is awfully hot in here …

The Floor is Lava
When they are about halfway into the room,

read:
Suddenly, the floor begins to heave beneath your feet. Small cracks appear in the rock, then larger ones, as if something is underneath trying to break free.

Quick, call for some BODY rolls with a difficulty of 12. Failure means the ninja loses their balance and falls down. Make them roll again to try to get back up at whatever difficulty you choose. Remember that they now feel like they are standing on top of a turbulent ocean made of rock.

Read:
The cracks in the rock floor have grown wider. You can see lava underneath! This cave sits on top of a magma pocket, and now you're on top of one too.

The obvious course of action here is to get gone. And they better do it fast, because this is turning into a full-fledged earth tremor. Wait too long and the roof might come down or the exits get blocked. Not to mention that the floor is turning into lots of smaller rock floes in a sea of lava.

What are the most likely things for the ninja to try?

Run – Running for any of the exits is going to involve a) jumping over gaps between pieces of rock and b) trying to keep your balance. Even ninja might have a hard time not falling under these conditions, but falling could mean frying in this case. Call for lots of running, jumping and BODY rolls with progressively harder difficulties, but don't let them escape just yet even if they roll a Heart.

Jump – Some of the stalactites are low enough that the ninja could try to jump and hang on. If they want to try this, it's a jumping difficulty of 14. Of course, once they are up there, then what? If they want to try jumping from one stalactite to another, they are going to need Heart rolls to do that successfully. And, naturally, all this seismic activity is making the stalactites start to crack.

Build – If you wish, you can have some scattered equipment laying around in the cave and give the ninja a chance to build something to get out of their predicament. Give them some LEGO pieces and a little time to create!
These are not, of course, all the possible ways the ninja might escape. Players might come up with some idea or technique not described here. If that happens, do you best to go with it and let them make the attempt. Whether or not it succeeds is up to their dice rolling and cleverness (and you).

How Do You Keep the Fire Burning?
What if the players are rolling really well and are going to escape easily? Shake things up a little:

- Start bringing the cavern roof down on their heads.
- Have jets of flame erupt from the floor.
- Get one ninja cut off from the others on a piece of rock and force a rescue attempt.
- Expose a vein of vengestone when part of the wall collapses and rob the ninja of their elemental powers.
- You can also arrange it that their escape drops them into the middle of a NINJAGO adventure of your own and turn this into the beginning of a campaign!

If the ninja safely make it to the two exits on the opposite side of the cave, **read:**

You made it! You may never want to visit a sauna again, but you survived. One thing is certain: you won't be able to go back the way you came. Now you have to choose. There are two exits out of the cave, one on the right, one on the left. Which will you take?

If the players choose the exit to the right, go to Scene Two. If they choose the exit to the left, go to Scene Three.

SCENE TWO

Hail the Conquering Heroes!

The Major Beat: The ninja are hailed as heroes for defeating the Skull Sorcerer. Too bad they don't remember doing it.

Read:
As you pass through the exit, the world goes black. You feel dizzy and nauseous and almost fall over. What is happening? After a long few moments, you feel better and can see again.
You are in a beautiful dining hall. A long table is covered with plates of delicious food. From outside the windows, you can hear people chanting your names. As your senses clear, Princess Vania and some Shintaro guards rush up to you.

Vania looks very worried. She asks about the health of the ninja and suggests they sit down and rest. After all, they just survived a fierce battle.
This would be a good time to point out to the ninja some changes. One of them now has a limp. Another has an arm in a sling. A third has a bandage around their head. They are all tired and ache all over.
If they express any confusion, Vania assures them that all is well. They defeated the Skull Sorcerer and freed Shintaro, but at great cost. Master Wu was lost in the battle and the ninja were badly wounded. Shintaro owes them a debt of gratitude it can never repay, and she asks them to stay and help her rule the kingdom.

What's Going On Here?
The Skull Sorcerer has really done it this time. He's created an incredibly lifelike illusion to convince the ninja the battle has already been won. He's counting on their pride and their emotions to help sell the idea. It's all part of an insidious plot to get the ninja to destroy themselves.

A Fitting End for Traitors!
Play up the situation. The ninja are adored by the people of Shintaro. The food is delicious, the crowds outside are overcome with happiness, and the ninja are made to feel like the greatest heroes that ever lived. The only sad thing is that Wu is not there to enjoy this with them.
Vania explains that Wu singlehandedly fought off a small army of Awakened Warriors, but was attacked from behind by traitorous Geckles. He died a hero.
If the ninja are starting to question any of this, call for MIND rolls with a difficulty of 13. Success means they start to notice little things, like that despite

the fact everyone is eating, all the serving platters are still full of food. Or when they try to look out the windows to see the crowd, it is too hazy for them to see anything clearly.
If they express doubts out loud, Vania assures them that they must still be suffering from the after-effects of the battle.

Read:
Just then, a guard rushes up and whispers in Vania's ear. She turns to you and says, "The treacherous Geckles who destroyed Master Wu have been captured. Under Shintaro law, their fate is up to you. You can show mercy and free them despite their horrible crime – or yank that cord hanging from the ceiling and they will fall forever into a bottomless pit."

Yes, you could call for MIND rolls again to give the ninja a chance to see through the illusion. But this is supposed to be a test of the ninja's character. If they show mercy, then the illusion ends. If they yank the cord, the floor opens beneath them and they take the fall.

If the ninja decide to free the Geckles,
read:
Princess Vania, the other royal guests, in fact the whole room begins to get blurry. The next moment, the dining hall is gone completely and you are standing in another chamber of the dungeon. Your injuries have all disappeared. It's all been an illusion, but it's over now. The voice of the Skull Sorcerer fills the room: "You have survived, ninja, but all you have proven is how weak you are. Destroying you will be a pleasure."

If the ninja pull the cord,
read:
Suddenly, the ground disappears beneath your feet. You're falling down, down into darkness with no way to stop yourself. Maybe you just made a big mistake …

If the players have Hearts left in their loot boxes, they can use those to survive this. If they don't, you as the gamemaster have a choice to make. You can throw in some miracle rescue at the last minute (maybe there's a ledge they can grab onto?); you can let them fall forever and the players have to choose new characters to play if they want to continue; or you can make the fall a part of the illusion too.
If the ninja chose to pull the cord, they do not get the reward for this adventure. They are lucky if they survived. If the ninja showed mercy, they will received a reward at the end of the adventure.
Cut to Scene Four.

SCENE THREE

What Happened to the Old Neighborhood?

The Major Beat: The ninja find themselves back in NINJAGO City, seeing a familiar face … who thinks they're frauds.

Read:
As you pass through the exit, the world goes black. You feel dizzy and nauseous and almost fall over. What is happening? After a long few moments, you feel better and can see again. You almost wish you couldn't. All around you is a sea of rubble. You're obviously not in the dungeon anymore, but where are you? Then you see them: familiar landmarks, geography you recognize, even in this awful condition. You're home. You're in NINJAGO City!

Call for a search roll. Any result but a Skull turns up a newspaper scattered on the ground. The date is two weeks from now. Somehow, the ninja have been transported into the near future!

What's Going On Here?
This is all an illusion created by the Skull Sorcerer, designed to break the spirit of the ninja. The idea is to convince them that their actions on Shintaro will end in destruction, so their best course of action would be just to surrender. Hey, it's worth a try ….

Reunited, and It Feels So … Good?
Read:
As you move carefully through the debris, you can see people scavenging for food, others digging through the wreckage looking for whatever is left of their homes. What could have caused this? When you last saw NINJAGO City, it was a healthy, vibrant place. Now it's a ruin.

In the distance, you can see an aged figure moving toward you. As he draws closer, you recognize him – it's Master Wu. But the look on his face is not welcoming. In fact, he looks angry.

Wu storms up to the ninja demanding to know who they are. When they answer him, he doesn't believe them. His ninja, he explains, were lost on Shintaro during the fight with the Skull Sorcerer. The player characters, he is certain, are impostors.
The ninja will need to prove they are who they say they are. They can use Spinjitzu, show off elemental powers or bring up things only they and Wu would know about. Wu won't be too stubborn about this. He's an illusion, anyway, and for the Skull Sorcerer's trick to work, he has to answer the ninja's questions. When Wu is finally convinced, he wonders how it could be possible the ninja survived. Then it hits him. He asks the ninja questions about the final battle on Shintaro (which of course they cannot answer).

Read:
"That is the only explanation," says Wu. "You are from the past. Somehow, you have been thrust forward in time. If there is a chance you can go back again, perhaps you can correct your mistakes. Perhaps the world can still be saved."

What mistakes? How can they fix them?

Oops ….
Wu explains that the ninja found the Blades of Deliverance and confronted their foe in the Skull Keep. But they underestimated the Skull Sorcerer's power. The battle that followed was devastating. It spread from Shintaro to NINJAGO City and back again, bringing disaster and destruction. The ninja perished in the battle. The fate of the Skull Sorcerer remains unknown.

Read:
"The fault is mine," Wu continues. "I trained you to fight evil, to believe you would always win in the end. But look around. Was the victory worth all of this? Maybe it would have been better for the world if, this once, you had stood aside and done nothing."

Sure, you can call for MIND rolls and see if the ninja can break the illusion. But the point of this scene is for the player characters to make a moral choice. Will they still oppose the Skull Sorcerer, believing it will lead to this future, or will they give up the fight? What price are they willing to pay to stop evil?

Read:
The world around you begins to blur. You feel a sensation like you are being pulled backwards. The next thing you know, you are back in the dungeon. A great battle still lies ahead of you … or does it?

What To Do?
The ninja should be left feeling unsure if what they experienced really happened or not. Regardless, it had to give them some food for thought. Give them some time to debate what they should do next.
If the ninja are determined to stop the Skull Sorcerer, no matter what, they will receive a Reward for this adventure. Cut to Scene Four.
If they decide to give up, then their focus will be on rescuing Master Wu (if they haven't already) and getting back to NINJAGO City. You can still give them the Reward, though they probably won't have much use for it. However, they do not go to Scene Four.

SCENE FOUR

Slow Down, You Move Too Fast

The Major Beat: The ninja get one chance to halt the Skull Sorcerer in his tracks in hopes of stopping him for good.

Read aloud:
The path you are on is steep and seems to go on forever. You feel like you must have walked to the center of the planet by now. All along the way, the voice of the Skull Sorcerer taunts you. "You have escaped my many traps," he says. "But you are too late to stop me. In moments, my power will be supreme, and there is nothing you can do about it!"

The player characters enter what looks like a throne room. A ghostly image of the Skull Sorcerer sits on the throne. In his hands, he holds an image of the planet. The planet is slowly rotating clockwise.
As the ninja proceed into the room, the Skull Sorcerer's latest trap is sprung, Whichever player character has taken on a leadership role in the adventure is targeted. Looking directly at that player,

read:
Suddenly, walls of crystal erupt around you. Before you can react, you are trapped in a transparent chamber … and the air is already running out.

As the other ninja watch, the letters of the alphabet materialize on the front of the cage. Above them, in glowing letters, are the words "Know Yourself."
What goes on here? The letters can be used to form a word or words that will act as a combination for the lock on the cage. "Know Yourself" is the clue to the combination. And the answer to the puzzle is simple – "ninja."

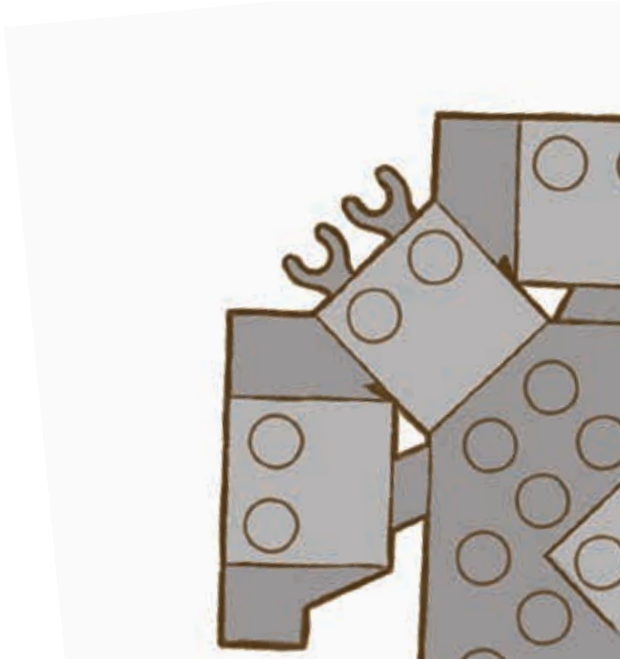
Seems easy, right? Well, not exactly. See, if the ninja enter all five letters, the cage is going to sink back down into the earth and take its captive with it.
Allow the ninja as many guesses as they need, The whole time, the Skull Sorcerer's voice should be encouraging them to keep trying. When they finally hit on the right answer, he will be congratulating them on their wisdom and pressing them to hurry and free their friend before it's too late. In fact, he should be a little too enthusiastic about their success and a little too much in a hurry for them to solve the puzzle.
Hopefully, the ninja will figure out something is not right here before they finish typing in the word "ninja." If they don't, well, they are going to be short one player character, much to the amusement of their foe.
If the ninja at any point figure out they are being tricked and stop, the cage opens and their friend is free.

Regardless of the outcome, **read aloud:**
"One of my more minor diversions," says the voice of the Skull Sorcerer. "Just something to waste a little more of your time. Not that it matters – you could no more stop me than you could stop the world from revolving on its axis."

As the Globe Turns
That last statement should be a clue for the ninja to take a closer look at the figure and the globe. A search total of 12 reveals a steady stream of energy is going from the globe to the image of the Skull Sorcerer. If a ninja grabs the globe, they will get a shock (energy damage of 13) for every turn they hold it. If the ninja can keep the globe from rotating for six rounds, they will hear the Skull Sorcerer cry out.

Read aloud:
When the Skull Sorcerer speaks again, he sounds weak. "This is only a … temporary … defeat. You have bought yourself … a few extra minutes … nothing more. Enjoy .. your last few moments of freedom." The image of the Skull Sorcerer and the globe fade away.
At that moment, you realize what you have accomplished. The Skull Sorcerer was moments away from completing his plans. Somehow, by disrupting the images here, you weakened him, if only for a short time. Maybe that will be the time you need to reach Skull Keep and defeat him for good.

Reward
If the player characters have successfully completed this adventure, give them some LEGO elements which they can use to build things to help them in future adventures.



YOUR NAME

HEALTH

BODY

- CLIMBING
- DODGE
- DRAGON RIDING
- DRIVING
- FLAME BREATH
- HIDE
- JUMPING
- MARTIAL ARTS
- RUNNING
- SPINJITZU
- SPINJITZU BURST
- STEALTH
- STRENGTH

MIND

- BLACKSMITH
- COMPUTER OPERATION
- ELEMENTAL POWER
- ENGINEERING
- INVENTION
- MECHANICS
- PERSUASION
- SEARCH
- TRICK

YOUR INVENTORY